



CALCULATING π LIKE ARCHIMEDES

Archimedes' method finds an approximation of pi by measuring the perimeter of a polygon inscribed within a circle and a polygon circumscribed outside the circle.

The value of π according to Archimedes;

$$\frac{\text{PERIMETER of INSCRIBED POLYGON}}{\text{DIAMETER OF THE CIRCLE}} \leq \pi \leq \frac{\text{PERIMETER of CIRCUMSCRIBED POLYGON}}{\text{DIAMETER OF THE CIRCLE}}$$

Would you like to go back in time??
(Almost 2300 years ago...)

and explore how the upper and lower bounds for the value of Pi change as the number of sides of the polygons change.

